



Pathfinder Society Scenario #7-21: The Sun Orchid Scheme

Character/Chronicle #

009

☐ Core Campaign

Score

Player Name

A.K.A.

Gorino

Character Name

14034 40

Pathfinder Society #

Grand Lodge

Faction

This Chronicle sheet grants access to the following:

Infiltrator: Your experiences during the heist have taught you to work together more effectively with your allies to cover your tracks. Before rolling a Stealth check, choose one other ally who is also rolling Stealth for the same circumstance. After rolling the check, you and this ally both use the higher of your two results, including all bonuses and modifiers. When you use this boon, cross it off your Chronicle sheet.

☐ ☐ **Sun Orchid Sleuth (Sovereign Court):** You recovered valuable paperwork describing Prince Zinlo's dealings with the Aspis Consortium. In thanks for your efforts, Lady Gloriana Morilla teaches you techniques for convincing others to part with their secrets. You may check one of the boxes that precedes this boon to gain a +2 bonus on a Charisma-based skill check when attempting to convince another person to reveal sensitive information. While adventuring in Thuvia, you may use this boon once per scenario without crossing off one of the check boxes.

ELIXIR OF SOLAR VIGORPRICE
1,000

SLOT none

CL 5th

WEIGHT —

AURA faint abjuration and transmutations

This vial of golden liquid emits light as a candle and feels warm to the touch. Drinking an *elixir of solar vigor* grants the imbiber fire resistance 10 for 1 minute. Any fire damage that fails to overcome the fire resistance invigorates the drinker, granting the effect of a *haste* spell for 1 round.

CONSTRUCTION REQUIREMENTS**COST** 500 GPCraft Wondrous Item, *haste*, *resist energy*

All Subtiers

Subtier 4-5

blue whinnis poison (120 gp, limit 2)
elixir of solar vigor (1,000 gp, limit 1)
potion of cure moderate wounds (300 gp)
scroll of flaming sphere (150 gp)
scroll of summon swarm (150 gp)
toothpick of pyrotechnics (400 gp; *Pathfinder RPG Advanced Class Guide* 236)
eyes of the eagle (2,500 gp)
horn of fog (2,000 gp)
vest of escape (5,200 gp)

blue whinnis poison (120 gp; limit 3)
cloak of resistance +1 (1,000 gp)
potion of barkskin (300 gp)
potion of bear's endurance (300 gp)
potion of owl's wisdom (300 gp)
potion of resist energy (300 gp)
screaming bolt (267 gp)
sleeve holster (100 gp; *Advanced Class Guide* 205)
wand of floating disk (23 charges; 345 gp, limit 2)

Purchase wand
of floating disk
23 charges

SUBTIER ☐ Slow ☐ Normal

1-2

260

519

SUBTIER ☐ Slow ☐ Normal

Out of Subtier

602

1,203

SUBTIER ☐ Slow ☐ Normal

4-5

944

1,887

SUBTIER ☐ Slow ☐ Normal

—

—

—

MAX GOLD

EXPERIENCE

FAME

GOLD

10

Starting XP

+

1

GM's initials

XP Gained (GM ONLY)

=

11

Final XP Total

Initial Prestige

Initial Fame

+

2

GM's initials

Prestige Gained (GM ONLY)

-

Prestige Spent

Current Prestige

Final Fame

16

16

351

Starting GP

+

1,887

GM's initials

GP Gained (GM ONLY)

+

—

GM's initials

Day Job (GM ONLY)

-

345

Gold Spent

=

1,887

Total

For GM Only

Pandy

EVENT

79214

EVENT CODE

5/15/16

DATE

Game Master's Signature

74559

GM Pathfinder Society #